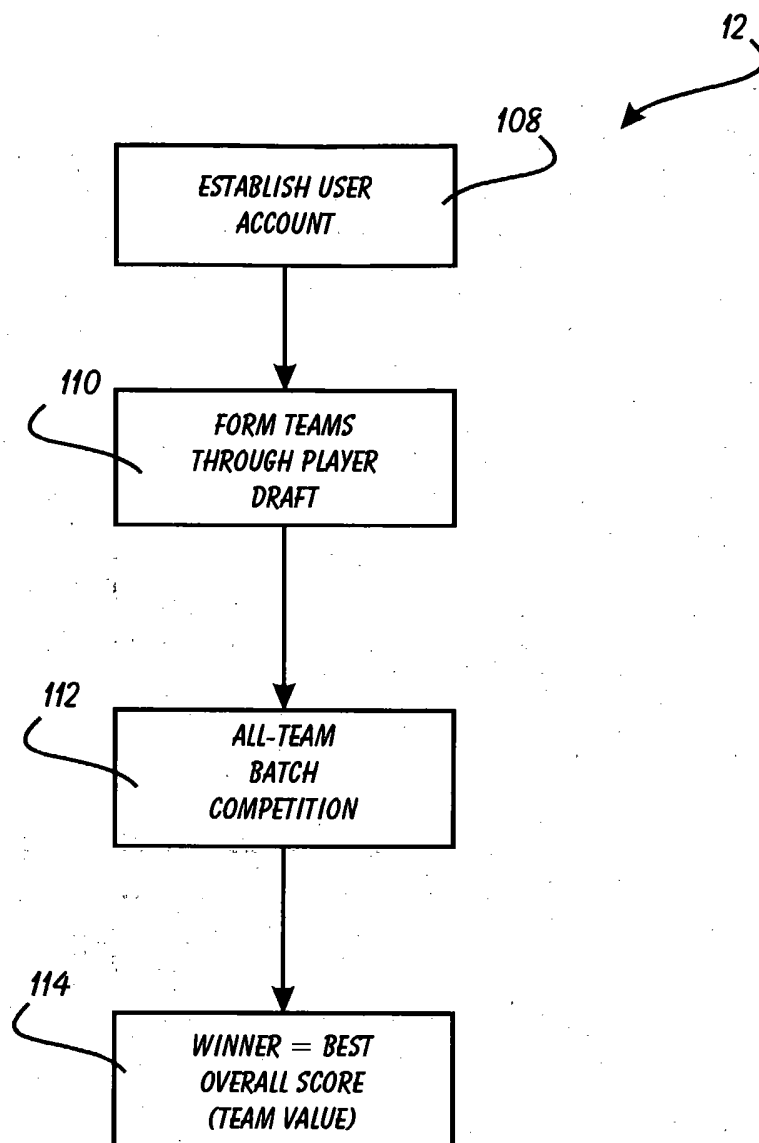


FIGURE 1  
PRIOR ART



**FIGURE 2**  
**PRIOR ART**

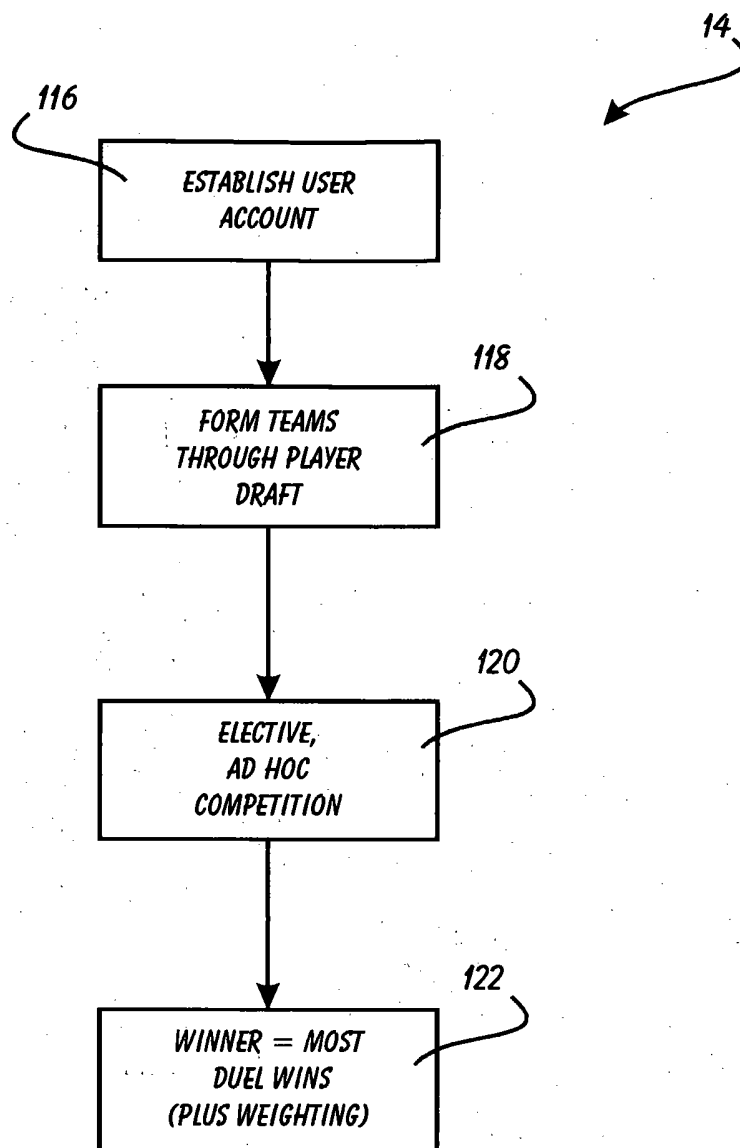


FIGURE 3

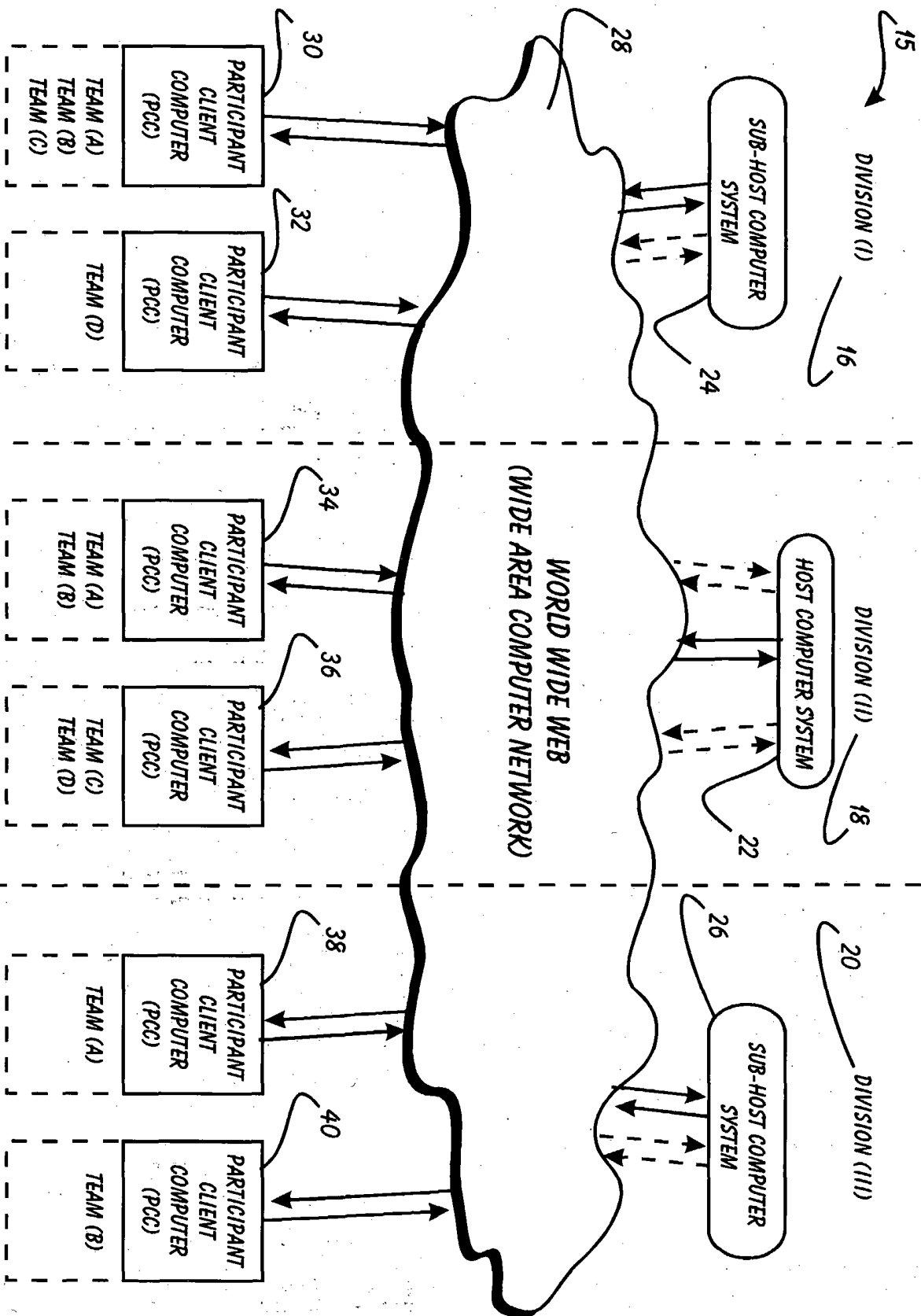


FIGURE 4

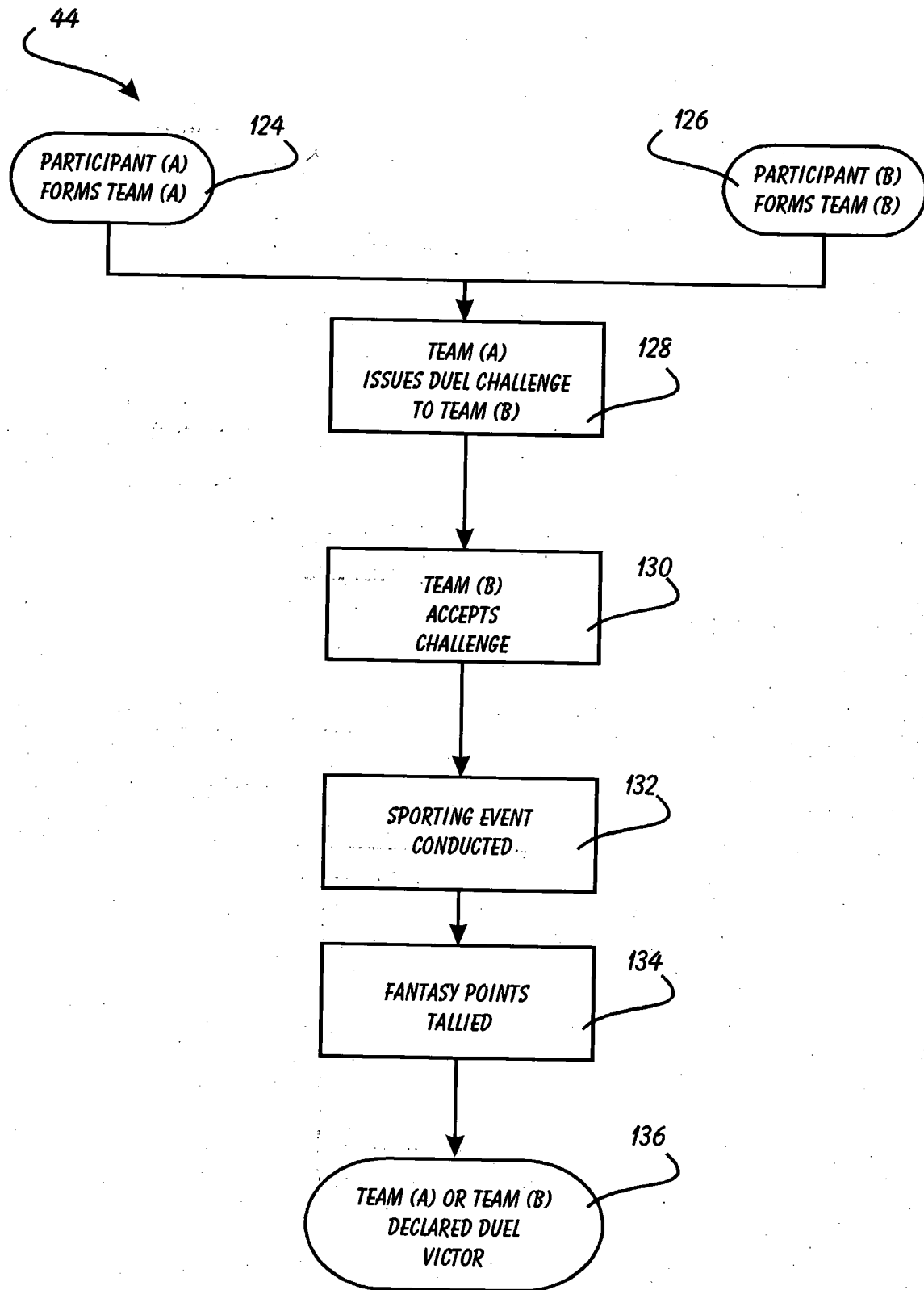


FIGURE 5

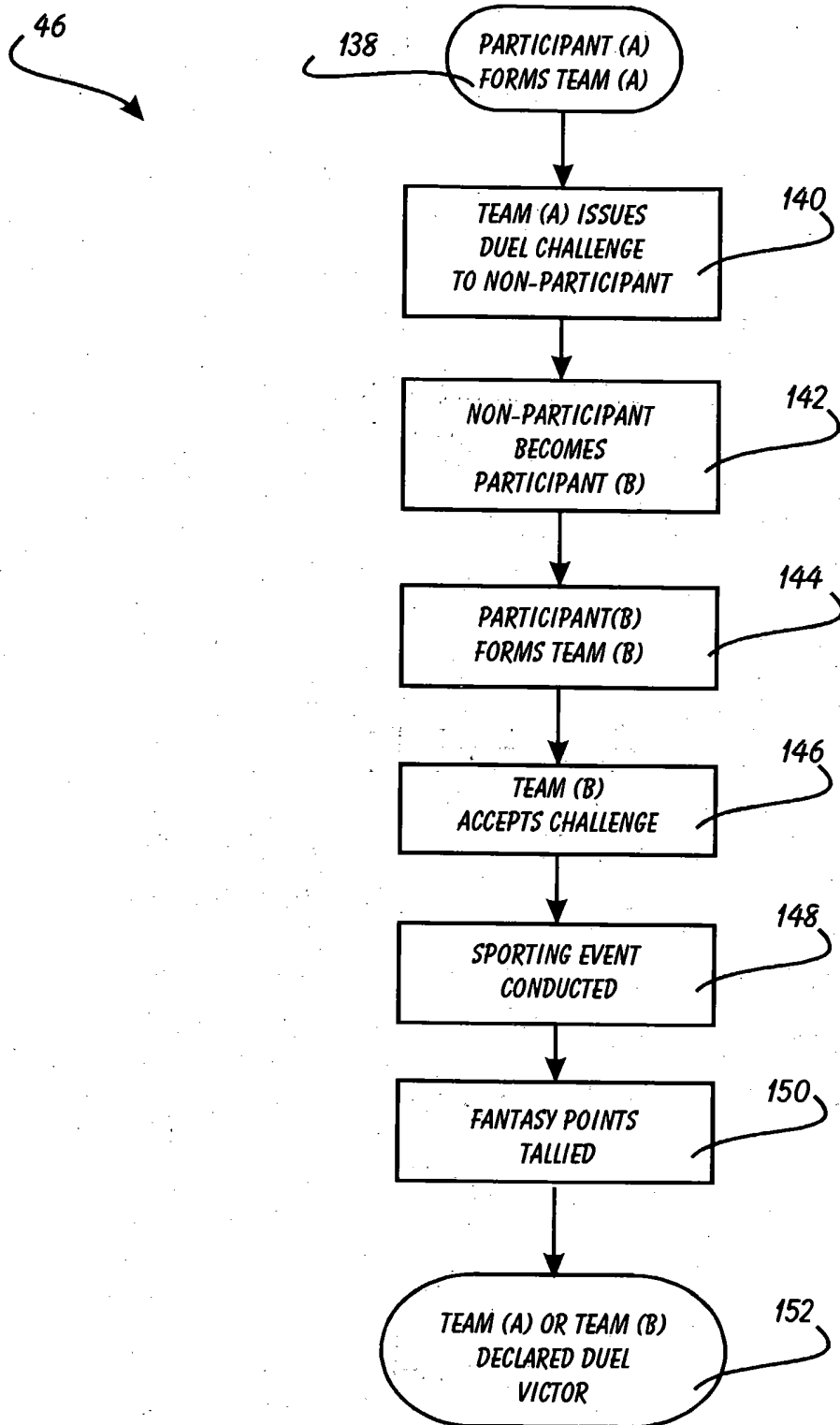


FIGURE 6

<b><u>Phase</u></b>	<b><u>Manual Fantasy Gaming</u></b>	<b><u>www-based Fantasy Gaming of Gavriloff</u></b>	<b><u>Ad Hoc Duel Fantasy Gaming</u></b>
<b>Team Formation</b>	Number of Teams – Fixed Division	Number of Teams – Unlimited	Number of Teams – Unlimited
	May/may not have Initial monetary Investment	Usually Initial monetary Investment	Initial monetary Investment
<b>Roster Draft</b>	Each player/competitor only once	One player/competitor on unlimited # teams	One player/competitor on unlimited # teams
	No player value limit	Limited point quota (varies based on team type)	Limited monetary quota (fixed, monetary unit of measure)
<b>Competition</b>	Intra-divisional only	Intra- and Inter-divisional	Intra-, Inter-, and non-divisional
	All-team “batch” competition or fixed sked head-to-head	All-team “batch” competition	Selected-team “ad hoc” competition
<b>Roster Changes</b>	Trade only within division	Buy, sell, trade intra- and inter-divisionally	Buy, sell, trade intra- and inter-divisionally
	No team value cap	No team value cap	Team value cap (may appreciate/depreciate)
	No real-world team monetary value to team owner	No real-world team monetary value to team owner	Real-world player and team monetary value to team owner
<b>Termination</b>	Winner = best score among intra-divisional competitors (points)	Winner = best score among all competitors (team value)	Winner = most duel wins

**FIGURE 7**